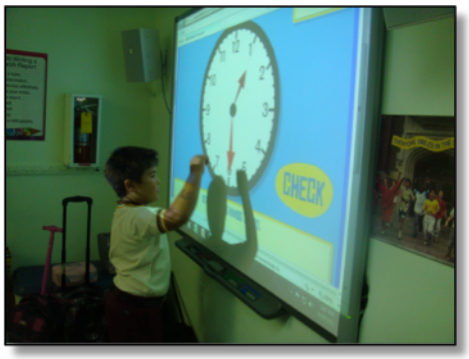
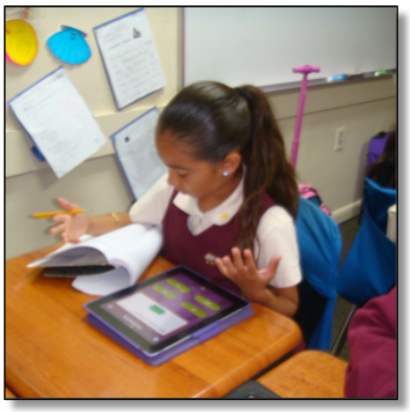
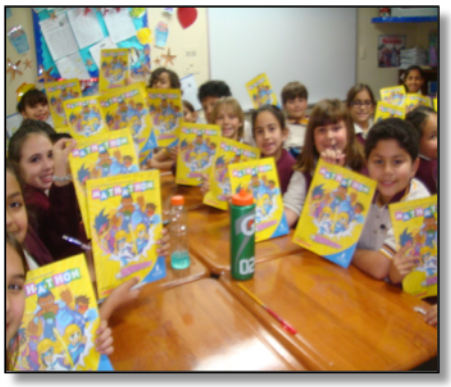


MATHEMATICS

Highpoint Academy's Math program strives for excellence from its students and teachers. Students explore computation and application problems through a variety of multi-sensory methods and manipulatives. Teachers are provided with a wide range of materials to best accommodate their different teaching styles as well as the different learning styles of the students. A concrete foundation is laid for each new step in the building process of Math skills and these steps build upon one another. Students use of a number of resources such as games, computer programs, APPS and Brainetics to practice math concepts. Teachers are encouraged to integrate the new Common Core Standards and to teach beyond the Standards and Benchmarks of the Sunshine State Standards. Grade level expectations are available on-line at http://etc.usf.edu/flstandards/sss/index.html



Going beyond paper and pencil activities, our students use interactive APPS such as App tutor, itouch, iprep, and Smart Kid (to mention a few) to learn and reinforce Math concepts. The Textbook and the software contain many problem-solving situations to discuss in class, along with hands-on activities. Included in the Textbook are numerous challenging ideas that are designed to make students think outside the box. Mathematical concepts are also integrated into other subject areas on a daily basis a wonderful example is found with geometry and art both the art teacher and math teacher join force to make this new concept fun and memorable. Math concepts are applied in everyday life. Teachers make students aware that math is all around us. Students as ask to go shopping with parents and compare prices and quantity what is a better buy. They find the percent of items on sale. The interactive SmartBoards are utilized routinely to teach mathematics at all levels. Students and teachers also work with numerous Computer software programs to enhance the published Curriculum.



Students at Highpoint also participate actively in the community by sponsoring the “St. Jude Math-A-Thon” and “Trick or Treat for UNICEF” which enables them to help cancer patients as well as children in 3rd world countries get immunized and fed. Students practice and reinforce the importance of mathematics. “

Recognizing the different learning styles of Students, teachers have adapted their reinforcement activities to suit kinesthetic, auditory, and visual learners. Kinesthetic learners make use of board games *(teacher-made and store-bought),* computer programs, manipulatives, and cooperative learning techniques. Auditory learners benefit from mental math games such as addition/subtraction/multiplication Bingo apps that stimulate with sound. Visual learners gain much confidence in their abilities when they are able to work problems at the board, with app and check their own work, as well as use age-appropriate Computer software and board games. Beginning with concrete ideas, teachers help students build the skills necessary to apply in order to solve more abstract problem-solving situations. Teachers make use of common household items to accomplish their goals making learning attractive for children.

Continuing communication between grade levels keeps fresh ideas flowing. In this way we enhance learning by continuing steps learn. Teachers encourage and guide each other by sharing innovative ideas and by working cooperatively as a team for the benefit of all Students.